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KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.

DORA THE EXPLORER™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

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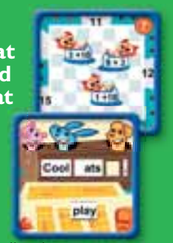
1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.



SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.

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CREATED BY STEPHEN HILLENBURG

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

EDUCATIONAL GAME CARTRIDGE

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

The Incredibles

Meet The Incredibles and engage in an extraordinary battle of wits and superpowers! This Leapster Educational Game teaches spelling, grammar, math and problem solving.

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Activity Selection Screen

The Incredibles™ has 5 action-packed learning games, plus a collaborative game, where all the superheroes work together to defeat the villain, Syndrome. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the "A" button to start the game. To skip the intro movie, touch the screen with the stylus or press the "A" button.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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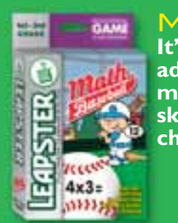


MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

TALKING WORDS FACTORY™ VIDEO

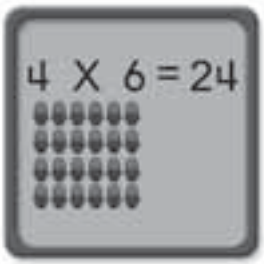
Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

COMING FALL 2004!

Learning at All Levels

The games in *The Incredibles* advance through two levels of difficulty which map to second and third grade curriculum. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In the Place Value game, for example, players identify the placement of numerals in multi-digit numbers. At Level 1, they work with three-digit numbers. At Level 2, they move to four-digit numbers. In the Parts of Speech game, players move from identifying nouns versus verbs, to distinguishing between adjectives and adverbs. In a similar manner, the game play itself becomes more challenging as players must answer questions and "beat the clock."



How a Tutorial Works

Players may access tutorials by touching the Hint button or entering a wrong-answer response two times in a row. When this happens, players are taken to a non-interactive sequence in which a narrator provides step-by-step solutions to the problem. In the Parts of Speech game, for example, if a player consistently chooses a noun to complete a sentence when a verb is actually required, a tutorial will appear to clarify the definition of a verb, as well as provide an example word in a similar context. In this way, the player is not only provided with additional support to reinforce the skill, but is also given a "jump start" to help advance the action of the game.

STORY SUMMARY

Meet The Incredibles, a family of superheroes made up of Mr. Incredible, a dad whose strength knows no limits; Mrs. Incredible, a mom who can stretch like elastic across chasms; Dash, their son who can run faster than lightning; and their daughter Violet, who can make herself invisible, anytime and anywhere!

As the story begins, The Incredibles rush off to Nomanisan Island for their latest mission, only to discover that it's a trap set by the evil Syndrome. Will Syndrome's Omnidroid robot destroy the planet? Or, will The Incredibles reach the city in time to stop it? It's up to the player to navigate The Incredibles through the jungle, the volcano island base and the big city—and foil Syndrome's plot before it's too late!

HOW TO PLAY

To stop Syndrome's evil Omnidroid from destroying the world, players are encouraged to play different games. On the main menu screen, players can touch—

- ✓Mr. Incredible for the Math Facts game
- ✓Mrs. Incredible for the Spelling game
- ✓Dash for the Place Value game
- ✓Violet for the Parts of Speech game

Players touch Syndrome to access game play in the three environments in "The Incredibles Save the Day" game.

As players play, they not only gain skill in each subject area but also get the chance to collect objects to help overcome obstacles in the three environments in "The Incredibles Save the Day" game.

These objects include—

- ✓a that earns players bonus points
- ✓an that boosts characters' energy levels
- ✓a that provides more playing time
- ✓a that allows characters to take shortcuts.

The object of each game is to earn points to gain Access Cards that allow passage through different checkpoints in the three environments.

Mr. Incredible: Math Facts

HOW TO PLAY

Players help Mr. Incredible use his super strength to push and pull stone statues into the correct place. Players not only build math equations but also use spatial reasoning skills to slide the statues into place. In doing so, they help our hero open the lava fall and reveal Syndrome's secret computer room. Players earn points to win as many as three Access Cards that allow Mr. Incredible to pass through checkpoints in "The Incredibles Save the Day" game. But watch out—push Mr. Incredible too far and he'll run out of energy!

GAME CONTROLS

Players control Mr. Incredible to push and pull statues around the board, and into the empty answer space at the top of the screen.

- To push a statue: use the ←, →, ↑, or ↓. Once Mr. Incredible is facing a statue that is not against a wall or an immovable column, these arrows allow Mr. Incredible to push a statue.
- To pull a statue: hold down the "A" button, and then press ←, →, ↑, or ↓ in the direction you want Mr. Incredible to pull it.
- Press the "B" button to hear the question repeated.
- Press the hint button to hear a tailored tutorial about math equations.

WHAT'S BEING TAUGHT?

Computation/Mental Math/Practice Multiplication Tables: An ability to perform basic computational functions without the benefit of paper.

Level 1: Players add three and four one-digit numbers; three two-digit numbers; two two-digit numbers with or without regrouping; one- and two-digit numbers with and without regrouping.

Level 2: Players apply their understanding of math facts, specifically the multiplication tables to 12 x 12; multiply one- and two-digit numbers; and multiply two-digit numbers by 10.

WHY IS THAT IMPORTANT?

The goal of mental math is to make basic computation spontaneous by indentifying the patterns of simple math. Practicing multiplication tables is critical to memorizing them.

Dash: Place Value

HOW TO PLAY

Can players help Dash seal the entrance to a cave—and keep Syndrome's Velocipod guards from leaving the island base? Using the pen, players help Dash speed past guards and create or collect multiple-digit numbers. Numbers appear on rocks that are scattered around the screen. Players are challenged to identify the correct place value of each number, or identify numbers greater than or less than other numbers. The object of the game is to position the rocks in the correct answer hole at the cave mouth, based on their place value.

GAME CONTROLS

Players must direct Dash to run to number rocks, pick them up, then run to the correct answer hole at the cave mouth, while avoiding being hit and drained of energy by Velocipod guards flying after him. Players use:

- The pen to draw a path for Dash to follow toward the rocks or bonus items.
- The pen to simply touch the points on the screen to direct Dash's running path.
- The "B" button to hear the question repeated.
- The Hint button to hear a tailored tutorial about the numbers in question.

WHAT'S BEING TAUGHT?

Place Value: An understanding that the placement of a digit within a numeral represents its value in ones, tens, hundreds, thousands, and so on.

Level 1: Players build three-digit numbers; choose the three-digit number that represents the greatest or least among several options; and compare three-digit numbers to complete math sentences, using > and < symbols.

Level 2: Players repeat the procedures above, using four-digit numbers.

WHY IS THAT IMPORTANT?

Understanding place value is fundamental to our system of mathematics and computation, e.g. any numeral that represents a number less than 10 belongs in the "ones column;" any numeral that represents a number less than 100 but greater than or equal to 10 belongs in the "tens column;" any numeral that represents a number less than 1,000 but greater than or equal to 100 belongs in the "hundreds column;" and so on. Once the idea of place value is understood, young learners can compare numbers to determine which is greater than or less than—a skill that we, as adults, apply to monetary exchanges and many other aspects of our daily lives. Such comparisons are based on an understanding of place value, and the ability to compare tens to hundreds, hundreds to hundreds, hundreds to thousands, and so on.

Mrs. Incredible: Spelling

HOW TO PLAY

Hooray for Mrs. Incredible! She has just stretched her way into Syndrome's island base. But watch out! She's trapped in a hallway of ever-closing doors. To release her, players must quickly grab the right letters in order to spell words. Spell words correctly and collect stars to earn Access Cards to use in "The Incredibles Save the Day" game.

GAME CONTROLS

Players must direct Mrs. Incredible's super-stretchy arms to the correct letter in the door before it closes, or to defend her against an oncoming guard! Players use:

- The pen to grab letters and bonus items.
- The pen to defend against guards, before they attack her.
- The "B" button to hear the spelling word repeated.
- The Hint button to hear a tailored tutorial.

WHAT'S BEING TAUGHT?

Spelling: An ability to break words down into their sounds and transcribe those sounds in order; an ability to apply spelling rules in order to add endings to phonetically regular words and learn to spell phonetically irregular words, and words that are difficult to spell.

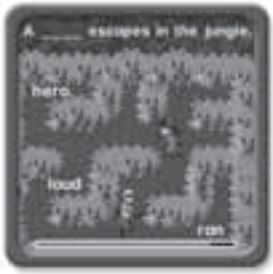
Level 1: Players spell words with r-controlled vowels; long vowels spelled by using the silent e; long vowels spelled by using vowel pairs, such as *ea*, *ee*, *ai*, *ay*, *ei* and *ey*; double consonants; and diphthongs, such as *oi*, *oy*, *ou* and *ow*.

Level 2: Players spell words with silent consonants; long *u*, spelled by using silent e; long *u* spelled by using *oo*; spelling patterns for /au/, such as *aw*, *all*, *al* and *ough*; and the ending sound /el/ spelled *el*, *le*, *il* and *al*.

WHY IS THAT IMPORTANT?

Children first learn to spell by breaking down words into their sounds and writing the letters that stand for those sounds. Sounds simple? Not really. Our language does not always have a 1-to-1 correspondence of sound to symbol. Many sounds in our language have variant spellings. For example, though the /au/ in *because* is spelled *au* it does not always follow that words with /au/ are always spelled this way. This sound may also be spelled using *aw* as in *crawl*; *all* as in *ball*; and *ough* as in *thought*. In cases when there are variant spellings, children must supplement their phonics skill with visual memory, thereby enabling them to retain more than one spelling pattern and to remember when to use each one. To do this takes practice, and what better way to practice than through a fun-filled game!

Violet: Parts of Speech



HOW TO PLAY

Violet and Dash have been discovered by Syndrome's guards in the jungle. Violet tells Dash to run while she hides. To help Violet escape from the guard in a jungle maze, players must identify words that are a particular part of speech and select the right words to complete sentences. Using the arrow keys, players move Violet over a word in order to choose it. The object of the game is to navigate the maze undetected by the guards. But watch out! There is a guard lurking around every corner and even a Bird Scanner that can pick up on prowlers—unless they're invisible!

GAME CONTROLS

Players must direct Violet through the maze to the correct answer word, without running into guards who are in search of her. Players use:

- ←, →, ↑, or ↓ to move Violet.
- The "A" button to make Violet invisible for 3 seconds.
- The "B" button to hear the question repeated.
- The Hint button to hear a hint about the part of speech in question.

WHAT'S BEING TAUGHT?

Parts of Speech: An ability to identify and distinguish between the eight parts of speech, their functions, and their application to sentence context.

Level 1: Players identify singular and plural nouns and use them in the context of a sentence. Players identify past-, present-, and future-tense verbs and use them in the context of a sentence.

Level 2: Players identify adjectives and adverbs and use them in the context of a sentence.

WHY IS THAT IMPORTANT?

In order to be understood in print, children must learn the conventions of grammar. They must learn that a sentence is a complete thought, and that a complete thought must include a subject (who or what the sentence is about) and a predicate (what the subject is, does, or has). At the heart of each subject lies a noun, or a person, place, thing; and at the heart of each predicate lies a verb (a word that expresses action or state of being). Young learners can begin to build sentences with just a few words. Slowly, they learn that for variety and interest, they can expand upon that simple language by including other parts of speech, such as adjectives and adverbs to describe the nouns and verbs that they use in sentences. Identifying and using the parts of speech is a great way to begin learning grammar!

The Incredibles Save the Day

HOW TO PLAY

The adventure begins when the family is reunited after near misses that nearly cost them each their lives. Now, they must work together to overcome a series of obstacles to move through the jungle, then to Syndrome's island base, to finally reach the city and stop Syndrome's Omnidroid in its tracks. Players navigate all 4 characters through three different environments in this collaborative action-adventure obstacle course.

Each character has a superpower that players can put into motion. First, players must assess which power is best suited to solving a problem. In the jungle for example, players should ask themselves who they would choose to:

- ✓move a giant boulder
- ✓cross a chasm
- ✓run across a river
- ✓pass unnoticed through laser beams

GAME CONTROLS

The object of the game is to get all 4 heroes to the city to destroy the Omnidroid, before this master machine destroys the world. Players press—

- ←, →, ↑, or ↓ to move characters around the screen.
- The "A" button to trigger each superhero to use his or her superpower.
- The "B" button to switch players within a game.
- The Hint button to hear a hint about how to overcome the next obstacle.

WHAT'S BEING TAUGHT?

Players use strategic problem-solving skills to accomplish tasks using the superpowers of each member of the family. Players must use more than one character when teamwork is required to get the job done. Once all 4 characters are brought across the yellow lines, the player progresses to the next set of obstacles, ultimately to get to the Omnidroid in the city.

WHY IS THAT IMPORTANT?

Children use problem-solving skills to handle myriad situations in their everyday lives—from determining how much time it will take to finish their homework assignment while saving enough time for soccer practice, to deciding how to delegate work for a group project at school. You can help build your child's problem-solving skills by encouraging him or her to participate in family decisions, and praising your child's efforts to reason through different situations.

Try This at Home:

Reinforcing Math Facts

- Have your child roll three dice, or one die three times, and name the numbers. Then challenge your child to find the sum of the numbers, by counting, using objects, or thinking of other addition strategies.
- Encourage your child to work addition problems using three addends by mentally computing the sum of the first two addends and then adding the third. Once you are sure that he or she can do this comfortably, challenge your child to match wits with other family members: On individual index cards, write addition equations with sums to 20 that use three addends. Be sure there are enough equations for each family member to take three turns. Ask each player to pick a card from a hat, and solve the equation without using paper. Time each response. To compute the winner, take the average of the three responses, doubling the time for incorrect answers. The person with the shortest average response time is the winner.
- Have your child write out the multiplication tables for 10, 11 and 12. Help your child highlight the patterns that the numbers make. For example, when you multiply a number by ten you simply add zero to that number—3 becomes 30, 7 becomes 70, 10 becomes 100; and so on. To multiply by 11, think about what happens when you multiply by 1—the number becomes itself: 3 becomes 3, 7 becomes 7, 9 becomes 9, and so on. Ask your child what happens when multiplying by 11—3 becomes 33; 7 becomes 77; 9 becomes 99; and so on. Finally, help your child articulate the visual pattern that comes from multiplying by 12.

Reinforcing Place Value

- Create three sets of individual index cards with the numbers 0 – 9 printed on the blank side of each one. Print one set in green; one in red; and one in blue. Then, note three columns on a sheet of paper. Write the label "hundreds" in green; the label "tens" in red; and the label "ones" in blue. Place each stack of cards beneath its corresponding column. Then, tell your child you are going to say a series of numbers. Ask your child to "write" the number you say, by placing the correct numerals in the correct columns: green numbers for hundreds; red numbers for tens; blue numbers for ones. Then say the following: 637; 45; 880; 903; 2; 15; 315. Take turns with your child saying and writing numbers.
- Using the same set of cards, take turns with your child creating two sets of numbers, such as 456 and 446. Make two more cards to add to the pack: > for "greater than;" and, < for "less than." Leave a space between the two numbers so that you or your child can insert the correct symbol between the numbers to complete a math sentence or statement.

Reinforcing Spelling Rules

- On individual index cards write words with –le syllables, such as cycle, bubble, whistle; table; bottle; juggle; bugle. Leave a space between the first and last syllable so that you can cut a jagged line between them, and create mini-jigsaw puzzles for each word. Shuffle the puzzle pieces in a hat, and ask your child to put them together to form words. As your child reads each word, explain that when –le appears at the end of a word after a consonant, the consonant + –le form the final syllable of the word.
- Remind your child that there are many different ways of spelling words with r-controlled vowels: /ur/, for example, can be spelled *ir* as in *dirt*, or, *ur* as in *hurt*. Play "Rhyming Concentration" with words that have r-controlled vowels. Remind your child that words do not have to be spelled the same way in order to rhyme. Use the following words: *fur/stir; curb/verb; fern/turn; jerk/smirk; curl/girl; learn/burn; merge/urge; bear/hare; stare/pear; scare/chair; wear/share; hair/care; four/snore; door/roar; floor/chore;* and so on. Begin with 6 pairs or 12 cards in all. Shuffle the cards face down on a table or flat surface in 3 rows of 4 cards each. Take turns with your child turning over 2 cards at a time. Read the words on the cards. If they rhyme, each player keeps the matched set and takes another turn. If they do not rhyme, the cards are placed face down and the next player takes his or her turn. Play continues until all cards are matched. The player with the most cards wins.

Reinforcing Parts of Speech

- Brainstorm a list of nouns: people, places, things, or ideas. Then, tell your child that some nouns start with a capital letter and others do not. Point out that when a noun begins with a capital letter it usually names a particular person, place, thing, or idea. For example, the word "state" begins with a lowercase letter, but the name of your home state begins with a capital. Help your child write a paragraph about a place he or she would like to visit, who would go on the trip, and a particular landmark he or she would like to see. Check the nouns for correct capitalization.
- The next time you read a picture book or magazine article together, ask your child to describe the photos or illustrations, using adjectives. Together, come up with three complete sentences to describe a favorite photo or picture.
- With your child, think of three action verbs to describe different kinds of careers. Take turns challenging each other to guess the career based on the verbs presented. For example, *examines, treats, heals* might describe a doctor*; reads, suggests, guides* might describe a librarian; *stands, stops, whistles* might describe the school safety guard; *patrols, protects, arrests* might describe a police officer.

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Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support*, or our Canada Consumer Support Web site at: *http://lfcanada.custhelp.com*, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

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U.K. Office:
Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

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U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some counties do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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PART# 600-10063-A